

RAQUEL NAVARRO

3D/VFX/AR Artist
Mexico City

Creative and technically proficient 3D artist with extensive experience in creating high-quality 3D assets for various applications, including visual effects, augmented reality, and animation.

Expert in industry-standard tools such as Blender, Maya, Cinema 4D, and After Effects.

I have successfully collaborated with top studios in Mexico City, New York and Amsterdam, delivering innovative visual content that meets and exceeds client expectations. My international experience, combined with a keen eye for detail and a passion for technology, allows me to bring a unique perspective to every project.

Experience

2024 VIDEORBIT STUDIO

Amsterdam The Netherlands
3D Artist
3d Assets developing for AR projects
(Dior, Burberry, Tommy Hilfiger)

2022 TAYLOR JAMES NY

NY (remotly)
VFX ARTIST
VFX and post-production social media content

2022 BELASCOARÁN NETFLIX MEXICO TV SERIES

VFX ARTIST
VFX and post-production.

2019-2021 CLUSTER STUDIO

Mexico City
3D ARTIST
3D modeling for advertising campaigns of some of the most recognizable brands in Mexico and abroad.
VFX and post-production for several Mexican feature films.

Education

UNIVERSIDAD AUTÓNOMA METROPOLITANA
UNIDAD XOCHIMILCO
University Degree,
Graphic communication design. 2012

FUNDACIÓN DEL CENTRO HISTÓRICO
3d Animation Diploma. 2013.

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